



TEXAS INSTRUMENTS HOME COMPUTER

ALPINE

ARCADE ENTERTAINMENT

SOLID STATE CARTRIDGE

This cartridge is designed to work only with the TI-99/4A Home Computer.
The game can be played using the optional Wired Remote Controllers.

Climb six of the world's tallest mountains and evade dangerous obstacles with ALPINE. Be careful — the Abominable Snowman is waiting for you atop Mt. Everest!



Quick Reference Guide

Note that this Solid State Cartridge is designed to be used only with the Texas Instruments TI-99/4A Home Computer. Important keystroke sequences are summarized here for your "quick reference."

TI - 99/4A

\(W),!(E),/(R)
-(S),-(D)
/(Z),!(X),\ (C)

Controls the movement of the Alpiner from the left side of the keyboard.

\(U),!(I),/(O)
-(J),-(K)
/(N),!(M),\ (,)

Controls the movement of the Alpiner from the right side of the keyboard.

P or T

Stops the game temporarily.

FCTN 8
(REDO)

Press and hold to start a new game..

FCTN 9
(BACK)

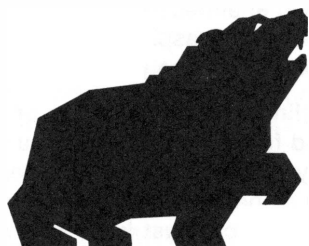
Press and hold to return to the Alpiner menu screen.

FCTN =
(QUIT)

Returns to the master title screen.

Note: If the optional Wired Remote Controllers (joysticks) are used, eight directions are available to maneuver the Alpiner; simply move the lever in the desired direction.

TEXAS INSTRUMENTS HOME COMPUTER



ALPINER

Climb six of the world's tallest mountains with ALPINER. Defeat the odds and defy perilous obstacles as you strive to reach the mountain's summit. If you're fast, you could double your score!

This Solid State Cartridge is designed to be used with the Texas Instruments TI-99/4A Home Computer only. The optional *Solid State Speech*™ Synthesizer (sold separately) must be attached to the computer to activate the speech capabilities of the cartridge.

Programmed by: Janet Srimushnam

Voices by: Aubrée Anderson
Cliff Easthom

Book developed and written by: Staff members of Texas Instruments Creative Communications.

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INTRODUCTION

You're struggling against two enemies: perilous obstacles and time. The mountain's summit is within your grasp. But watch out! A rockslide is heading straight for you! Can you move your Alpiner to safety in time?

Alpiner challenges you to climb the brutal terrain of six mountains filled with dangerous animals and falling hazards. As you climb onward and upward, you find that crafty wild animals which dwell in the mountain forests have crept onto the slopes, threatening not only your success, but your survival as well. While you must keep your Alpiner from touching these creatures, several of the mountain beasts tempt you with the possibility of making bonus points, requiring movements of phenomenal speed and accuracy from you.

Carefully, you continue forward. Suddenly, a rockslide appears out of nowhere! You've got to move fast to get out of danger. You're almost at the mountain peak—don't lose control now. You made it! But do you dare attempt to defy the next mountain's perils?

With the Alpiner Solid State Cartridge, each mountain you climb presents obstacles and hazards which must be met with speed, accuracy, and endurance. Some of Alpiner's features include:

- Obstacles in the form of wild animals and terrain.
- Falling hazards which you must avoid.
- Synthesized speech that warns you of imminent danger and comments on your performance.
- A wrap-around playing screen to increase your maneuvering capabilities.
- Daring tactics to obtain bonus points.
- Eighteen increasingly difficult levels of play to test your skills.

Alpiner is a one- or two-player game which requires speed and skillful manipulation. Movement of the Alpiner on the screen may be controlled by the arrow keys on the keyboard or by the Wired Remote Controllers (joysticks).

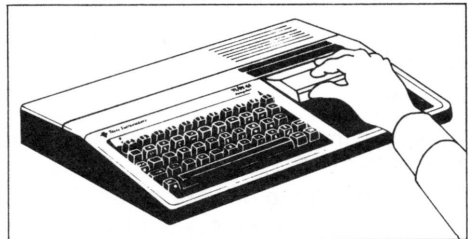
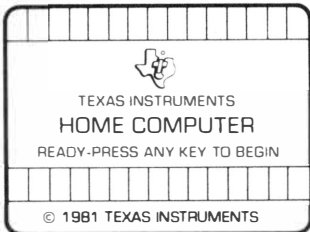


Alpiner is designed to work with or without the Texas Instruments *Solid State Speech*™ Synthesizer (sold separately). However, the Speech Synthesizer must be attached to activate the voices of the Alpiner and the commentator. The voices enhance the game by warning you of approaching obstacles, commenting on your performance, and congratulating you for obtaining bonus points.

USING THE SOLID STATE CARTRIDGE

An automatic reset feature is built into the computer. When a cartridge is inserted into the console, the computer returns to the master title screen. All data or program material you have entered will be erased.

Note: Be sure the cartridge is free of static electricity before inserting it into the computer (see page 13).



1. Turn the computer ON, and wait for the master title screen to appear. Then slide the cartridge into the slot on the console.
2. Press any key to make the master title selection list appear. Then press the appropriate number key to select the language version of ALPINER you wish to play.

Note: To remove the cartridge, *first* return the computer to the master title screen by pressing **QUIT**. *Then* remove the cartridge from the slot. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 14.

GETTING STARTED

After you select the desired language version of Alpiner, the title screen appears. Press any key to leave the screen, or wait a few seconds and the title screen ends automatically and is replaced by another screen.

First, type either 1 or 2 for the number of players. Next, type the names of each player (up to 10 characters for each name), pressing ENTER after each name is typed.

Now the screen displays the names of the six mountains you must climb—Hood, Matterhorn, Kenya, McKinley, Garmo, Everest—and their respective elevations.

Mountain	Elevation
Hood	3427 M.
Matterhorn	4477 M.
Kenya	5193 M.
McKinley	6194 M.
Garmo	7495 M.
Everest	8848 M.

Directly beneath the mountain elevation chart, the command **PRESS ANY KEY TO GO ON** appears. Press a key and the game begins. Below the Alpiner figure on your screen is an information table. The table lists your current playing level, seconds allotted for the climb, the mountain you're presently climbing, and its height. Your **CURRENT ELEVATION** is displayed—this is updated as you climb.

To the right of your name are three black boots, indicating the number of Alpiners you have for the game in addition to the one on the screen. Your current score is recorded directly to the right of the Alpiners in reserve. At the bottom of the table either your **HIGH SCORE**, or in the two-player option, the second player's score is recorded.



Moving Your Alpiner

The movement of the Alpiner on the screen can be controlled either from the keyboard or by the Wired Remote Controllers. For convenience in two-player games, movement keys are designated both on the left and right sides of the keyboard.

Left Side Keys	Right Side Keys	
↑(E)	↑(I)	Moves the Alpiner upward on the screen.
↖(W)	↖(U)	Moves the Alpiner diagonally upward to the left.
↗(R)	↗(O)	Moves the Alpiner diagonally upward to the right.
←(S)	←(J)	Moves the Alpiner left across the screen.
→(D)	→(K)	Moves the Alpiner right across the screen.
↓(X)	↓(M)	Moves the Alpiner downward on the screen.
↙(Z)	↙(N)	Moves the Alpiner diagonally downward to the left.
↘(C)	↘(L)	Moves the Alpiner diagonally downward to the right.

If you are using the Wired Remote Controllers, eight directions are available also. Move the lever forward (toward the FIRE button) to make your Alpiner go up the mountain. Move the lever backward (away from the FIRE button) to make your Alpiner go down the mountain. Right and left movement is controlled by moving the lever in those directions. Control diagonal movement by moving the lever to the position that corresponds to the diagonal direction you desire for the Alpiner.

PLAYING THE GAME

With a watchful eye and a fast hand, you begin your climb on Mt. Hood (Level 1—you always begin playing on this mountain) by moving your Alpiner on the screen. Numerous wild animals inhabit the mountainous terrain that lies before you. Move past them quickly, for when the Alpiner is not in motion on the screen, you lose valuable time. In addition to these perils, you must always be on the alert for falling objects which could send your Alpiner plummeting down the mountainside.

Note: To learn more about the levels of game play, see the Levels of Game Play chart in the section "Advancing to Different Levels."

Watch Out!

A total of eleven obstacles in the form of trees, stumps, brush fires, and wild animals make your climb to the top of each mountain extremely dangerous. Warning tones sound to alert you when danger could be near.

You ascend 46 meters for each upward step your Alpiner takes. Bumping any obstacle, with the exception of the trees, makes your Alpiner fall back at least two steps. Each penalty step knocks you back 46 meters.

If your Alpiner falls down as a penalty for touching an obstacle, the Alpiner could hit another obstacle during this descent. When this occurs, your Alpiner falls all the way to the bottom of the mountain, and you will lose one Alpiner from your reserve.

Mountain Obstacles

The plant life of the mountains poses the initial threat to your climb. TREES which are scattered all over the mountainside inhibit the Alpiner's movement. Although there is no penalty for bumping into them, you must find a way around them. Bumping into tree STUMPS, however, costs you two steps (92 meters).

BRUSH FIRES are another concern, for they appear when you least expect them. If you go too close to the flames, your Alpiner falls back five steps.



The wild animals in the mountain forests threaten the survival of your Alpiner. They are a crafty lot, for you cannot predict where or when you'll run into them.

At lower mountain elevations, you encounter **SKUNKS** and **SNAKES**. The skunk is a dual threat—not only will touching it force you to fall two steps, but also, if you're caught in the skunk's line of fire, you'll go back two steps. Coiled, green rattlesnakes thoroughly infest the mountains. With venomous guile, they send you down three steps if you bump them.

As you climb higher, cunning black **BEARS** are waiting to knock your Alpiner back six full steps. Huge **MOUNTAIN LIONS** silently repose in their lairs, waiting to knock your Alpiner back seven steps if you accidentally disturb a resting cat.

Other mountain creatures venture out of the forests and onto the slopes at still higher elevations. **BATS** are a major obstacle to be avoided at this point. You can detect their presence by observing when their black, crescent-shaped caves appear. They fly out unexpectedly and make you descend five steps.

Scavenging **VULTURES** also loom ominously against the mountain peaks. You know you're in a vulture's territory when you have its nesting site in view. Only the foolhardy dare to tempt fate by going too near these nests, for the mother vulture jealously guards her infants, and she'll drop a rotten egg on you for disturbing her nest, causing you to fall eight steps!

Wild **RAMS** also await you near the mountain summits. These sure-footed climbers will zap you down nine steps if you accidentally run into them.

When you near the top of Mt. Everest, you come face to face with the most feared of all the mountain beasts—the **ABOMINABLE SNOWMAN**—on skis! Treacherous and fast, the **SNOWMAN** skis toward you and, in the blink of an eye, sends you crashing to the bottom of the mountain.

Note: With certain consoles, you may see the Alpiner figure momentarily flash on the left side of the screen just before falling. This does not affect game play.

Beware, Falling Objects!



Rockslides



Avalanches



Icefalls

Falling hazards strike terror in the heart of the bravest Alpiner. You must exercise maximum control to avoid being hit by these tumbling terrors—you'll drop to the bottom of the mountain if you're careless!

These falling objects consist of **ROCKSLIDES**, **AVALANCHES**, and **ICEFALLS**. Rockslides appear throughout lower levels of game play. Avalanches and icefalls occur at increasingly difficult levels of game play.

During lower levels of game play, each type of falling hazard descends at a different speed. Rockslides fall slower than avalanches, while icefalls are lightning-fast. However, at the highest levels of game play, all of these hazards may fall upon your Alpiner simultaneously, at any speed, and on any mountain.

You have been warned—these hazards are unpredictable, powerful, and menacing to the most skillful Alpiner!

Pausing During the Game

If you wish to stop the game temporarily, press the **P** or **T** key. Press any key to resume game play.

The Two-Player Option

If you select the two-player option, the game is played just as in the one-player option. Each player climbs a different side of the same mountain with similar obstacles for his or her turn. If one player loses all of his or her Alpiners, the surviving player continues the game until all Alpiners are lost.



Advancing to Different Levels

Alpiner has eighteen different levels of increasingly difficult game play to challenge you. The eighteen levels of play are divided into three rounds of six levels each. Each level corresponds to one of the six mountains you must climb.

LEVELS OF GAME PLAY

Mountain	Level In Each Round			Elevation
	Round 1	Round 2	Round 3	
Hood	1.....	7.....	13	3427 M.
Matterhorn	2.....	8.....	14	4477 M.
Kenya	3.....	9.....	15	5193 M.
McKinley	4.....	10.....	16	6194 M.
Garmo	5.....	11.....	17	7495 M.
Everest	6.....	12.....	18	8848 M.

Advanced levels of game play are similar to lower levels. After Level 6, all mountain obstacles may be encountered on any mountain. As previously discussed, there is a correlation between mountain elevation and the appearance of obstacles, and this factor remains the same throughout higher levels of Alpiner.

Climbing is much more difficult in Rounds Two and Three because the falling hazards descend more frequently and at higher speeds. At Level 7, you are met with a new falling object, the AVALANCHE, which descends at a faster speed than rockslides. Then, at Level 13 the barrage of incredibly fast ICEFALLS begins. Beware, for at mid-level game play in Round Two, the falling objects begin to aim straight for your Alpiner, requiring your utmost in skill to survive wave after wave of falling obstructions.

Stopping the Game

If at any time you wish to stop the game permanently, press **QUIT**. The screen action stops and the master title screen appears.

TEXAS INSTRUMENTS HOME COMPUTER

SCORING

Points are awarded for each upward step your Alpiner makes successfully. The point value for each step is relative to each particular mountain and your present level.

SCORE CHART

MOUNTAIN	ROUND ONE	ROUND TWO	ROUND THREE
	Levels 1-6	Levels 7-12	Levels 13-18
Hood	10	20	30
Matterhorn	12	24	36
Kenya	15	30	45
McKinley	20	40	60
Garmo	25	50	75
Everest	30	60	90

Note: When your Alpiner falls to the bottom of a mountain for any reason, you do not accumulate points on your way back up that same mountain until you reach the altitude from which you fell on your previous climb.

BONUS POINTS

Bonuses for Beating the Clock

A bonus of twice the base points for each step is allowed for each second you have remaining on the time recorder when you reach the top of a mountain. For example, if you reach the top of Mt. McKinley in Round One with 10 seconds remaining on the time recorder, 400 bonus points are added to your score ($20 \times 10 \times 2$).

Note: Time allotted for your climb is not counted down *except* when the Alpiner is not moving. If, during game play, the Alpiner is not moving on the screen, seconds are lost which could be contributed toward bonus points. Therefore, plan your strategy as quickly as possible to avoid losing valuable time.

If you fall to the bottom of a mountain and lose one Alpiner, the time recorder will be reset for the maximum time limit during your new Alpiner's attempt to climb the mountain from which you fell.



Time limits vary for each mountain, but as you advance to different levels, time limits shorten for each mountain. Therefore, it is much more difficult to obtain bonus points as you progress to different playing levels. As the chart below indicates, you've got to move faster to get bonus points!

MOUNTAIN	TIME LIMITS		
	ROUND ONE Levels 1-6	ROUND TWO Levels 7-12	ROUND THREE Levels 13-18
Hood	60 sec.	45 sec.	30 sec.
Matterhorn	75 sec.	60 sec.	45 sec.
Kenya	90 sec.	75 sec.	60 sec.
McKinley	105 sec.	90 sec.	75 sec.
Garmo	120 sec.	105 sec.	90 sec.
Everest	135 sec.	120 sec.	105 sec.

Target Bonuses

Bonus points are also awarded for touching the small green targets that flash periodically in the extended paws of the bears and mountain lions and the uplifted hooves of the rams. Caution: Hitting the target requires that you exercise an extraordinary amount of skill. You must dodge onslaughts of falling hazards while you position yourself for an accurate hit. If you miss the target and touch the animal's paw or hoof instead, you fall to the bottom of the mountain and lose one Alpiner.

A light touch is necessary to hit the target. If you hold the key down too long or the joystick lever in position too long, you may touch the target twice. In this case, you obtain bonus points, but you also fall the given number of penalty steps for the animal you touched. Keep in mind that during this penalty descent, you may bump another object and fall to the bottom of the mountain.

You're awarded a bonus of 500 points for hitting the bear's target, 750 points for the mountain lion's target, and 1000 bonus points for hitting the ram's target.

TEXAS INSTRUMENTS HOME COMPUTER

Note: If you fall to the bottom for any reason, you may try for the same target bonuses that you hit on your first ascent if you go back up the same mountain. You are awarded the same point value for hitting the target again.

New Alpiners

A new Alpiner is added to your reserve each time you complete a round of game play. Thus, you obtain a new Alpiner every time you reach the top of Mt. Everest.



CARING FOR THE CARTRIDGE

These cartridges are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the cartridge clean and dry, and don't touch the recessed contacts.

CAUTION:

The contents of a Solid State Cartridge can be damaged by static electricity discharges.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the cartridge, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the cartridge.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.

IN CASE OF DIFFICULTY

If the cartridge activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and reinsert it carefully. Then press any key to make the master selection screen appear. (*Note:* In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is accidentally removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the cartridge, and turn the computer on again.

If you have any difficulty with your computer or cartridge, please contact the dealer from whom you purchased the unit and/or cartridge for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE CARTRIDGE

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.**

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

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ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE-MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

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PERFORMANCE BY TI UNDER WARRANTY

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.



TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

U.S. Residents:

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Canadian Residents:

Geophysical Services Incorporated
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

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6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503) 643-6758

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Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.



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